"Is that me?" with the Kinect

My multimedia software engineering project is designed as an interactive art project, utilizing the Kinect device. The Kinect will be used to detect human shapes in the interaction area. A computer will be programmed to take the Kinect’s input and prepare to output human-like shapes to a screen. A projector will be used for output (perhaps duplicating the screen output), and the projected image is intended to be large and in the field of view of those individuals in the interaction area.

Output to the projector will not be pictures of the individuals, but instead cartoon-like representations. For example, users may appear as humanoid robots or other characters on the projection.

I intend to use the OpenNI toolkit to interface with the Kinect. I may choose to use openToolkit for the graphical output. It is my expectation that combining the features of toolkits with one or more relatively simple cartoon-like representations will be fairly straightforward. It is my intention to install/set up this project at the department’s CS Day in the spring.